

Echo Sakura

Echo Sakura	
Species:	ID-SOL
Gender:	Male
Age:	27
Zodiac Sign:	Scorpio
Height:	7'2
Weight:	250lbs
Bra Size:	
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Soldier (Sniper)
Rank:	Private Second Class
Current Placement:	NSS Acadia

Echo Sakura in Roleplay

Echo Sakura is a [player character](#) played by [Echo](#) and is currently involved in no plot.

Physical Characteristics

Height: 7'2 Mass: 250lbs Measurements: Bra Size:

Build and Skin Color: Echo is a very muscular figure. His dark, tanned skin is painted onto his body with nearly no flaws, besides a single scar.

Facial Features and Eye Color: Echo's face is pretty normal, and rarely seen. His eyes are a bold green, standing out amongst his tan features.

Hair Color and Style: Echo has a messy, matted crop of short hair. The dark brown and black mix of his hair gives him a bit more variety in his look.

Distinguishing Features: Echo has a single, powerfully cut scar over his right eye.

Psychological Characteristics

Personality: Echo is cold, seemingly heartless person. He speaks up when he belives it relevant, but to outsiders it seems as if he's lost hope. Some of this vague, destructive attitude can be traced back to his social issues because of cloning. Echo can be very violent at times, but is mostly calm and collected.

Though Echo is a very contemplative and intelligent person, his peers believe him to be an ignorant

grunt.

Likes: Violence, sitting behind the scope of his gun, and staring into bodies of water. **Dislikes:** Ignorance, over-happy attitudes, and blind hatred. **Goals:** Become the perfect long-range tactical asset.

History

Family (or Creators)

Echo was cloned by the Star Military of the Democratic Imperium of Nepleslia.

Pre-RP

Echo was trained within the military, learning how to use firearms in live testing. He was given skill with long-range firearms early on and has shown consistent improvement in this area. Though he was given many commendations by his training officers, he ignored them. Due to his single-minded “childhood” and narrow lifestyle, Echo has very little hope for the future. Echo has participated in a few counter-terrorist operations around the Nepleslian Imperium, and is experienced for a soldier of his low rank.

Skills

Military

Echo was put through a rigorous martial arts training program, specifically tailored to disarming and take-downs. He was also given a heavy course in sidearms and anti-personnel ranged armaments.

Communications

Echo acquired military communications skills on multiple levels through a continuum of “classes”. They trained him in the use of hand signals, radio transmissions, and the sending of optical data.

Survival

Through a training program, Echo was forced to survive on his own in many harsh environments. This forcefully taught him how to construct structures from almost nothing, and gave him the skills necessary to find water and food.

Physical

Echo has gained incredible stamina and edurance through his many years of military training. He can run and swim for long distances, and has an incredibly substantial level of muscle mass.

Vehicles

Echo is skilled in the piloting of smaller combat aircraft. He can pilot helicopters, jets, and hovercraft with reasonable ability. This training was given to him in case of the need for tactical insertion operations, or escaping a threat when no pilot is in the team.

Strategy

Echo was given many courses in the use of strategy in modern combat. He has reviewed a slew of battles that have taken place in past and modern era, and also knows single-troop tactics.

Equipment

Through a mission given to him early in his service, Echo learned how to pilot a glider pack with a significant level of skill. He can compensate for extra weight and cargo, using his body to steer.

Inventory

Standard Issue Military Gear:

Clothing

Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Khaki cargo pants
- 1 Beret, green, with flash patch
- 1 pair gloves, leather, black
- 1 pair boots, black
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown

Bunkwear

- 2 Tank tops, green, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, black

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, khaki
- 1 Pair of trunks, green, fleet number on right leg

Weapons, Weapon Accessories

- 1 Pistol belt, black, with .45 holster
- 1 Pistol, Styrling Silver Special .45 Caliber, with 2 extra magazines

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 AwesomeCorp DataJockey
- 1 Wallet with the Marine Corps Insignia plated on it.

Items Gained through Pay:

Weapons

- (2220 DA) 1 Styrling Longbolt with a full suppression kit and a box of 18 HE rounds
- (Free) HD Zoom Scope, 1-5×50 Zoom
- (Free) Black Steenplast Rifle Case
- (130 DA) Sound Suppressor for Styrling Silver Special

Armor/Utilities

- (1700 DA) Styrling Muur Armor Full Set
- (290 DA) Glider Pack

Start: 6000 DA Total: 4340 DA Remaining: 1640 DA

OOO Discussion

I couldn't think of other skills necessary for him at the moment. If you can think of another that would be necessary for a completely militant character, please tell me.

Sorry if my character seems too good all-around, I am not used to this kind of biography. I have RPed before.

Also, I am not sure if I am supposed to include the inventory stuff that is given to Echo from the army, but I did anyways. Thanks.

Character Data	
Character Name	Echo Sakura
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private

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